

AMENDMENTS TO THE CLAIMS:

Please amend claims 1, 7, 11, 17 and 21, and add new claims 22-27 in accordance with the following listing showing the status of all claims in the application.

1. (Currently Amended) An apparatus for playing audio/video programs using a bank of networked audio/video players, said apparatus comprising:
  - a. means for storing a first portion of an audio/video program on a first audio/video player in a bank of networked audio/video players;
  - b. means for storing a second portion of the audio/video program on a second audio/video player in the bank of networked audio/video players;
  - c. means for inputting an instruction to play the audio/video program in the first audio/video player; and
  - d. means for, in response to the instruction input by said means (c), automatically transferring the second portion of the audio/video program from the second audio/video player to the first audio video player and causing the audio/video program to be played on the first audio/video player.
2. (Original) An apparatus according to claim 1, wherein the audio/video program is played sequentially on the first audio/video player.
3. (Original) An apparatus according to claim 1, wherein the first portion is substantially larger than the second portion.

4. (Original) An apparatus according to claim 1, wherein the first portion accounts for approximately 85 to 95% of the audio/video program.

5. (Original) An apparatus according to claim 1, wherein the second portion is contiguous with the first portion.

6. (Original) An apparatus according to claim 1, further comprising means for causing content from the second portion to be integrated with content from the first portion to provide content for playing at a given point in time.

7. (Currently Amended) An apparatus ~~according to claim 1, further~~ for playing audio/video programs using a bank of networked audio/video players, said apparatus comprising:

a. means for storing a first portion of an audio/video program on a first audio/video player in a bank of networked audio/video players;

b. means for storing a second portion of the audio/video program on a second audio/video player in the bank of networked audio/video players;

c. means for inputting an instruction to play the audio/video program in the first audio/video player;

d. means for, in response to the instruction input by said means (c), transferring the second portion of the audio/video program from the second audio/video player to the first audio video player and causing the audio/video program to be played on the first audio/video player;  
and

e. \_\_\_\_\_ means for loading the audio/video program into the bank of networked audio/video players and means for automatically dividing the audio/video program into the first portion and the second portion upon said loading.

8. (Original) An apparatus according to claim 7, further comprising means for automatically selecting the second audio/video player.

9. (Original) An apparatus according to claim 1, wherein the audio/video program comprises a work that includes synchronized audio and video and is played sequentially by the first audio/video player.

10. (Original) An apparatus according to claim 1, further comprising means for storing a third portion of the audio/video program on a third audio/video player in the bank of networked audio/video players, and wherein also in response to the instruction input by said means (c), the third portion of the audio/video program is transferred from the third audio/video player to the first audio/video player.

11. (Currently Amended) An apparatus for playing audio/video programs using a bank of networked audio/video players, said method comprising:

a. means for storing a first portion of an audio/video program on a first audio/video player in a bank of networked audio/video players;

b. means for storing a second portion of the audio/video program on a second audio/video player in the bank of networked audio/video players;

c. means for inputting an instruction to play, in the first audio/video player, a composition that includes the audio/video program; and

d. means for, in response to the instruction input by said means (c), automatically transferring the second portion of the audio/video program from the second audio/video player to the first audio video player and causing the audio/video program to be played on the first audio/video player.

12. (Original) An apparatus according to claim 11, wherein the audio/video program is played sequentially on the first audio/video player.

13. (Original) An apparatus according to claim 11, wherein the first portion is substantially larger than the second portion.

14. (Original) An apparatus according to claim 11, wherein the first portion accounts for approximately 85 to 95% of the audio/video program.

15. (Original) An apparatus according to claim 11, wherein the second portion is contiguous with the first portion.

16. (Original) An apparatus according to claim 11, further comprising means for causing content from the second portion to be integrated with content from the first portion to provide content for playing at a given point in time.

17. (Currently Amended) An apparatus ~~according to claim 11, further~~ for playing audio/video programs using a bank of networked audio/video players, said method comprising:
- a. means for storing a first portion of an audio/video program on a first audio/video player in a bank of networked audio/video players;
  - b. means for storing a second portion of the audio/video program on a second audio/video player in the bank of networked audio/video players;
  - c. means for inputting an instruction to play, in the first audio/video player, a composition that includes the audio/video program;
  - d. means for, in response to the instruction input by said means (c), transferring the second portion of the audio/video program from the second audio/video player to the first audio video player and causing the audio/video program to be played on the first audio/video player;  
and
  - e. means for loading the audio/video program into the bank of networked audio/video players and means for automatically dividing the audio/video program into the first portion and the second portion upon said loading.

18. (Original) An apparatus according to claim 17, further comprising means for automatically selecting the second audio/video player.

19. (Original) An apparatus according to claim 11, wherein the audio/video program comprises a work that includes synchronized audio and video and is played sequentially by the first audio/video player.

20. (Original) An apparatus according to claim 11, further comprising means for storing a third portion of the audio/video program on a third audio/video player in the bank of networked audio/video players, and wherein also in response to the instruction input by said means (c), the third portion of the audio/video program is transferred from the third audio/video player to the first audio/video player.

21. (Currently Amended) A method of playing audio/video programs using a bank of networked audio/video players, said method comprising:

a. storing a first portion of an audio/video program on a first audio/video player in a bank of networked audio/video players;

b. storing a second portion of the audio/video program on a second audio/video player in the bank of networked audio/video players;

c. inputting an instruction to play the audio/video program in the first audio/video player; and

d. in response to step (c), automatically transferring the second portion of the audio/video program from the second audio/video player to the first audio video player and causing the audio/video program to be played on the first audio/video player.

22. (New) A system for playing audio/video programs using a bank of networked audio/video players, said system comprising:

at least one computer-readable medium storing computer-executable process steps; and

at least one processor configured to retrieve and execute said computer-executable process steps,

wherein said process steps comprise steps to:

- a. store a first portion of an audio/video program on a first audio/video player in a bank of networked audio/video players;
- b. store a second portion of the audio/video program on a second audio/video player in the bank of networked audio/video players;
- c. input an instruction to play, in the first audio/video player, a composition that includes the audio/video program; and
- d. in response to the instruction input by said step (c), automatically transfer the second portion of the audio/video program from the second audio/video player to the first audio video player and cause the audio/video program to be played on the first audio/video player.

23. (New) A system according to claim 22, wherein the audio/video program comprises a work that includes synchronized audio and video and is played sequentially by the first audio/video player.

24. (New) A system according to claim 22, wherein the second portion is contiguous with the first portion.

25. (New) A system according to claim 22, wherein said process steps further comprises a step to cause content from the second portion to be integrated with content from the first portion to provide content for playing at a given point in time.

26. (New) A system according to claim 22, wherein said process steps further comprises a step to load the audio/video program into the bank of networked audio/video players and a step to automatically divide the audio/video program into the first portion and the second portion upon said loading.

27. (New) A system according to claim 22, wherein said process steps further comprises a step to store a third portion of the audio/video program on a third audio/video player in the bank of networked audio/video players, and wherein also in response to the instruction input by said step (c), the third portion of the audio/video program is transferred from the third audio/video player to the first audio/video player.